Ben's SWORD INTERVAL coloring tutorial

Heeeey everyone.

Well I avoided getting the con-crud at Emerald City, but looks like I caught a flu that's been going around town. Bleh.

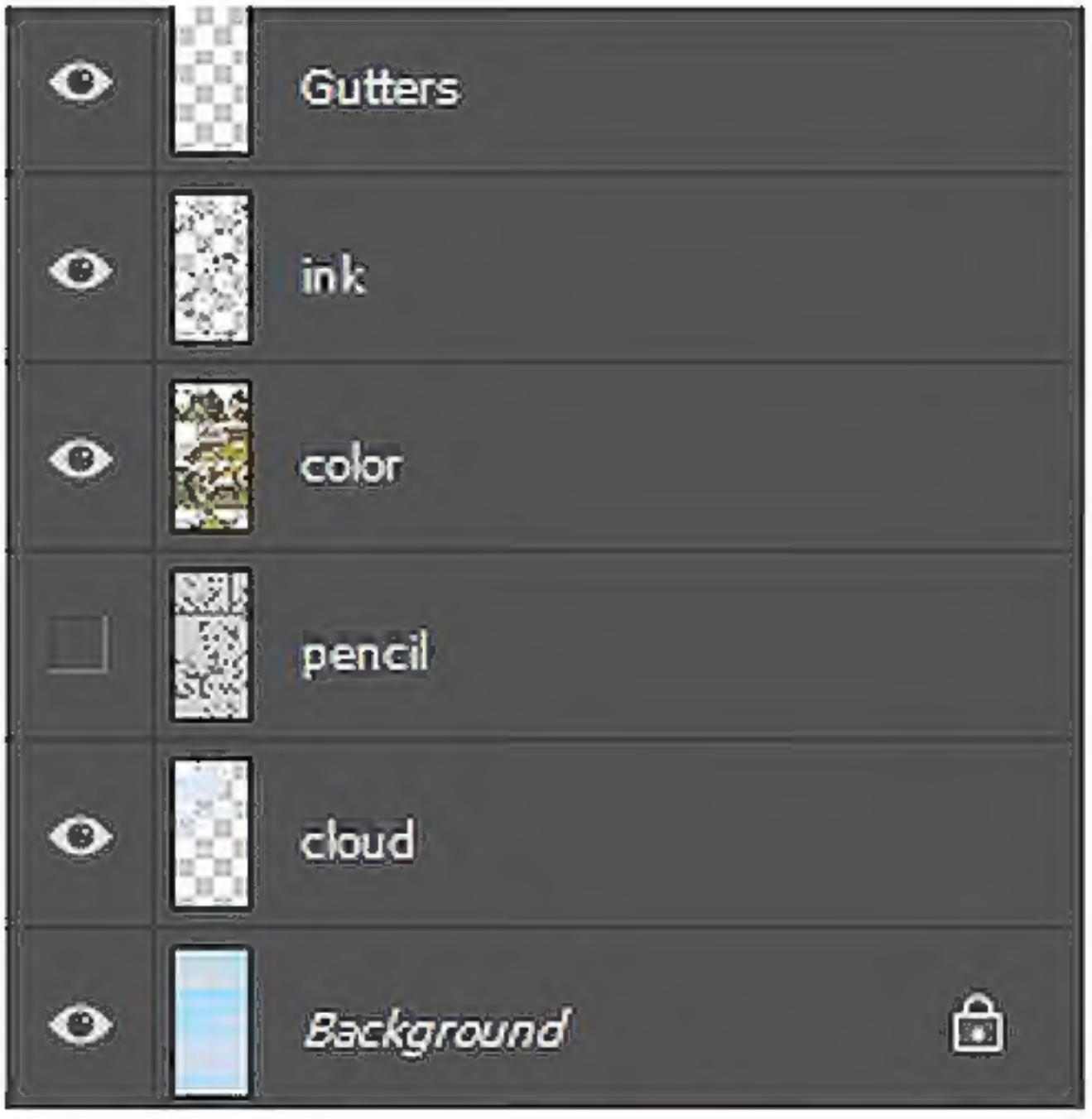
As filler this week, I've put together a coloring tutorial. I hope it's interesting, even beneficial, to ya'll.

My first step when coloring a Sword Interval episode is to adjust the flat colors provided to me by Natasha [my flat colorist, who has her own comic on Webtoon Discover called ***Ophiuchus***]

In this step I change any colors I feel need changing, and then add textures.

Things that get textures are usually organic materials like stone, earth, & plants. As well as dirty things, from rusted metal to poorly maintained buildings.

Now we need a sky.
I just make a ***gradient*** here, and then add a new layer and draw in a few clouds.



Let's take a look at the layers of this page so far.

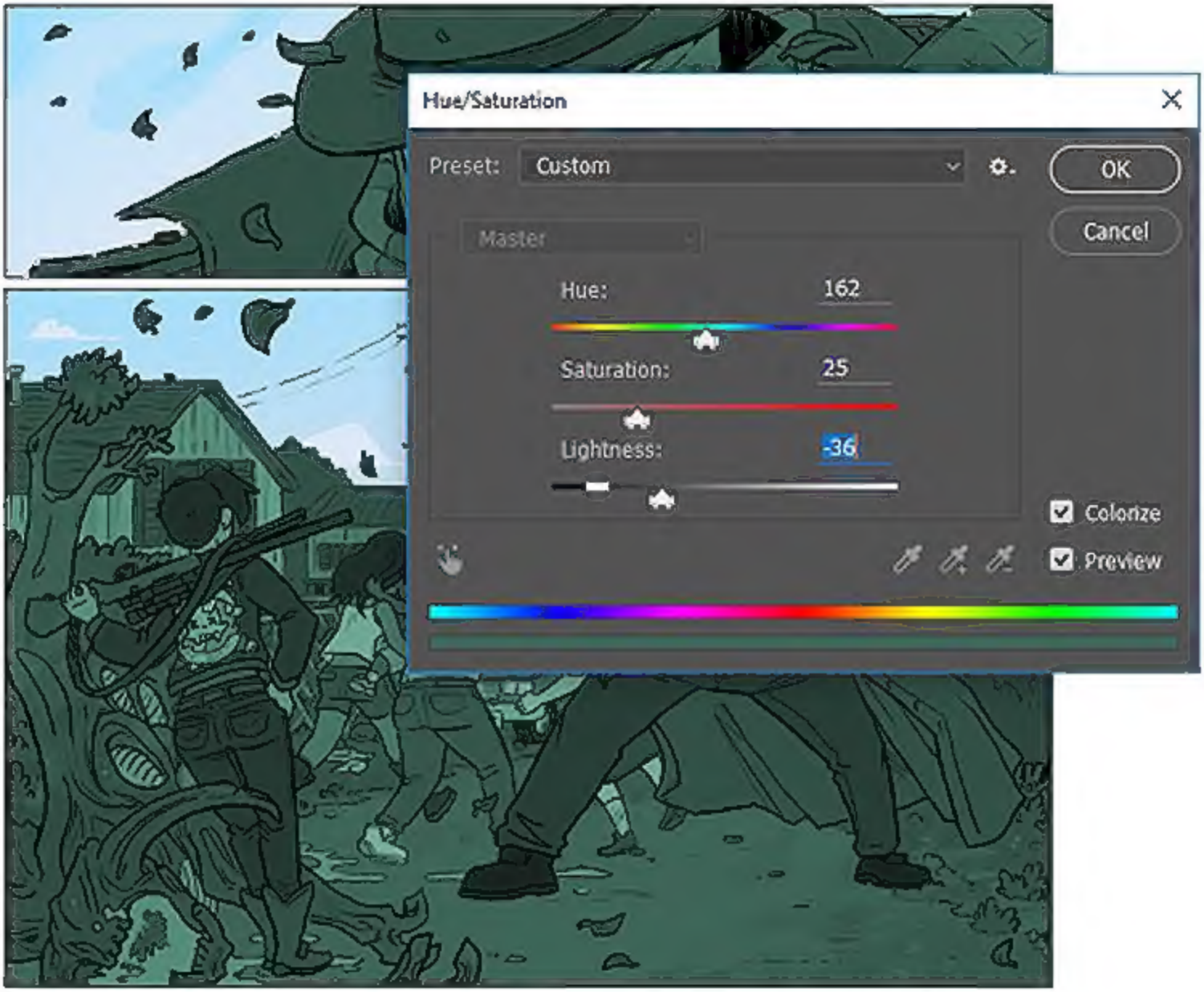
cool.

OKAY! Time for shading!

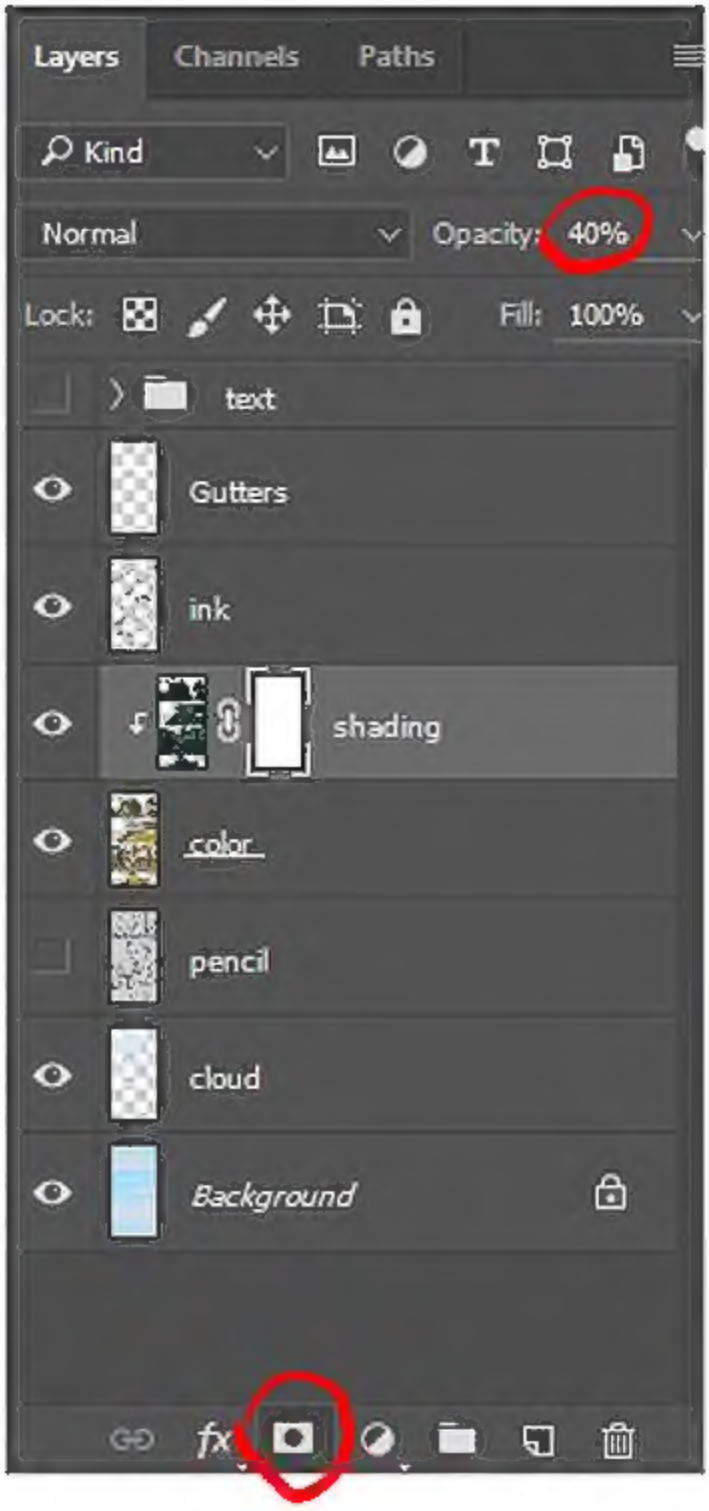
I duplicate the color layer and attach it to the original layer by right clicking on it and selecting ***"Create Clipping Mask"***.

I then use ***Hue/Saturation*** [Ctrl+u], check the "***Colorize***" box, and play with the ***hue and lightness*** until I have a darker, monotone layer.

This becomes the Shading layer.



I reduce the shading layer's ***opacity*** and click the ***layer mask*** icon – the light square with the dark circle at the bottom of the layers menu.



Full Opacity

40% Opacity

With this layer mask, I can now paint in areas of light using a standard round brush.

Shading with a Mask

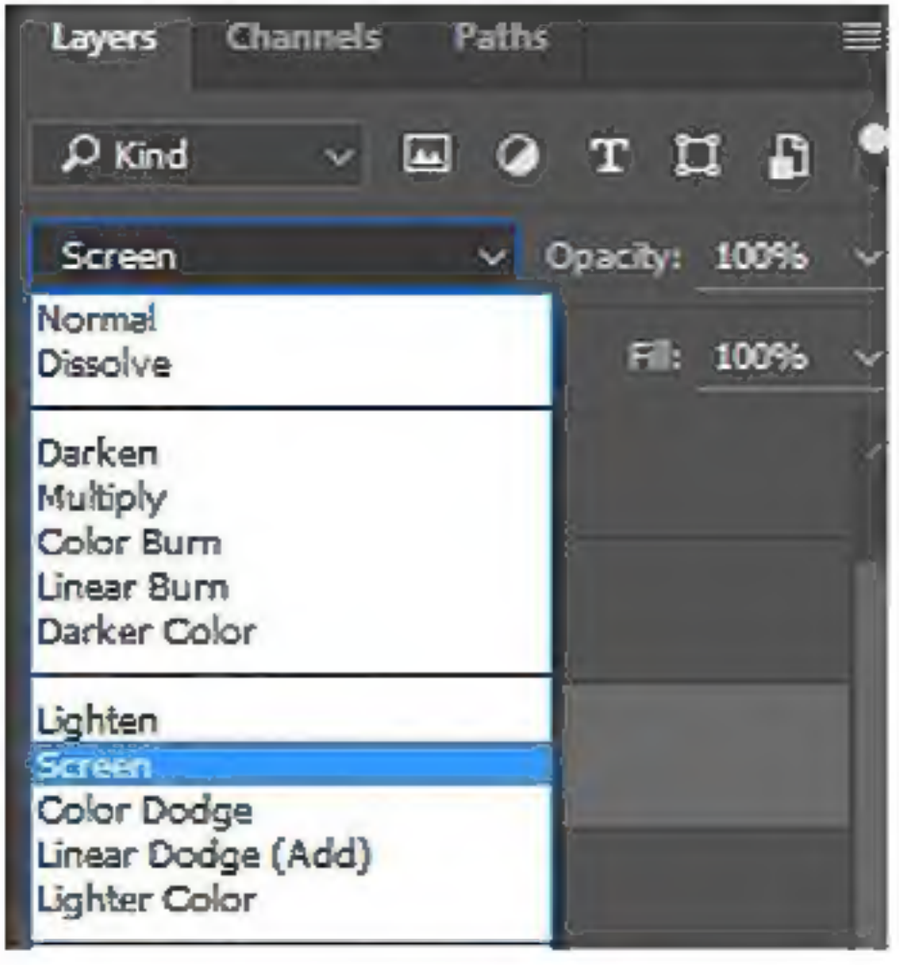
After I've used a round brush to paint in the shading, I use a textured ***pencil brush*** to add a little "tooth" to the shading.

Right-click the brush tool to access the pencil tool.

Next I add a ***screen*** layer and use a soft brush to paint in some haze.

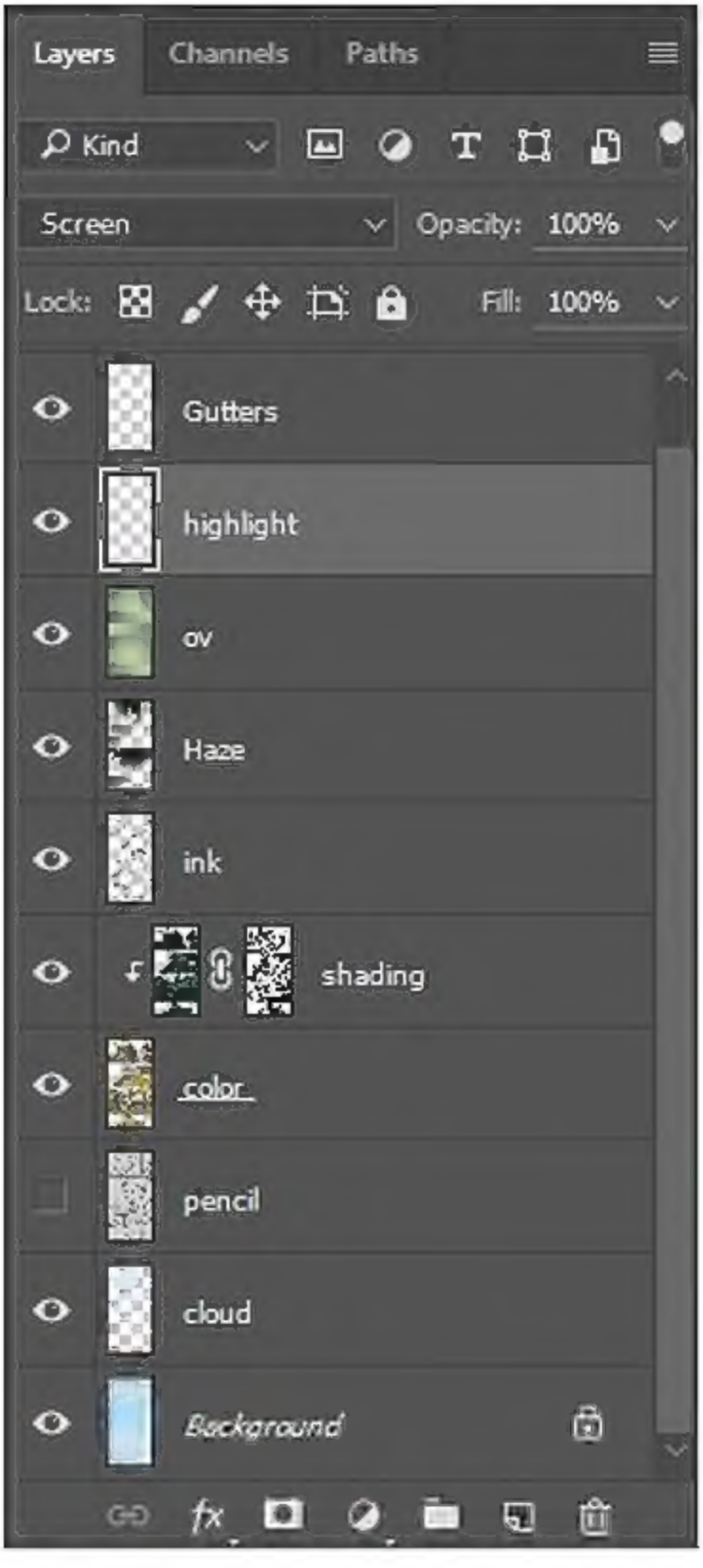
This adds atmospheric perspective, which helps separate the foreground from the background a bit.

Now I add another ***screen*** layer and create highlights. Anything shiny or glowing, really.



Last is an ***overlay*** layer, a ***gradient*** which gives the piece a slight colored tint.

Reducing the ***Fill*** rather than the Opacity tends to look a bit better here.



Here we have my final layers.

A more complicated page may end up with several layers, but I try and be economic in my layer use.

Sometimes less is more.

Happy Arting, folks!